

**INFORMATION DISCLOSURE
STATEMENT BY APPLICANT**
(Not for submission under 37 CFR 1.99)

Application Number	10691929
Filing Date	2003-10-22
First Named Inventor	Omkar Deodhar
Art Unit	3714
Examiner Name	Omkar Deodhar
Attorney Docket Number	PA2587US

U.S.PATENTS

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	1	NVIDIA Corporation, "User Guide CgFX Plug-In for 3ds Max," November 13, 2002, http://http.developer.nvidia.com/CgTutorial/cg_tutorial_frontmatter.html , accessed October 26, 2011.	<input type="checkbox"/>
	2	PALMER, CHRIS et al., "Tile Based Games FAQ," GAMEDEV, August 31, 2000, http://www.ggdn.net/GameDev/3d/BlockGames/article728.asp.htm , accessed October 25, 2011.	<input type="checkbox"/>
	3	PEERCY, et al., "Interactive Multi-Pass Programmable Shading," Computer Graphics Proceedings, SIGGRAPH 2000, July 2000	<input type="checkbox"/>
	4	PHONG, BUI TUONG, "Illumination for Computer Generated Pictures," Communication of the ACM, 18(6), pp. 311-317, June 1975.	<input type="checkbox"/>
	5	PRATT, DAVID R., "A Software Architecture for the Construction and Management of Real-Time Virtual Worlds", June 1993, pp. 62-67.	<input type="checkbox"/>
	6		<input type="checkbox"/>
	7		<input type="checkbox"/>
	8	PROUDFOOT, et al., "A Real-Time Procedural Shading System for Programmable Graphics Hardware," Computer Graphics Proceedings, SIGGRAPH 2001, August 2001.	<input type="checkbox"/>
	9		<input type="checkbox"/>
	10		<input type="checkbox"/>
	11	RUSHMEIER, et al., "Extending the Radiosity Method to Include Specularly Reflecting and Translucent Materials" ACM Transaction on Graphics, Vol. 9, No. 1, pp. 1-27, Jan. 1990.	<input type="checkbox"/>

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	12	RUSSELL, M. et al., "Applications of Automatic Speech Recognition to Speech and Language development in Young Children", Proc of ICSLP, 1996.	<input type="checkbox"/>
	13	SCHLICK, C., "A Survey of Shading and Reflectance Models," Computer Graphics Forum, June 1994, pp. 121-132, Vol. 13, No. 2.	<input type="checkbox"/>
	14	SCHLICK, C., "A Fast Alternative to Phong's Specular Model," Graphics Gems IV, pp. 385-86, 1994	<input type="checkbox"/>
	15	Screen Shot of a Civilization Building Game; Available at http://www.s2.com.br/s2arquivos/361/Imagens/2323.jpg (accessed October 11, 2005).	<input type="checkbox"/>
	16	Screen Shot of a Civilization Building Game; Available at http://www.s2.com.br/s2arquivos/361/Imagens/2324.jpg (accessed October 11, 2005).	<input type="checkbox"/>
	17	Screen Shot of a Flight Simulator, Available at http://foto.spullenbank.nl/common/img/00/00/03/31/.sub.--T33178.jpg	<input type="checkbox"/>
	18	Screen Shot of a Flight Simulator; Available at http://orbit.medphys.ucl.ac.uk/images/gallery64.jpg (accessed Oct. 11, 2005)	<input type="checkbox"/>
	19	Screen Shot of a Role Playing Game; Available at http://images.fok.nl/upload/lotrrotk2.jpg (accessed Oct. 11, 2005)	<input type="checkbox"/>
	20	Screen Shot of a Role Playing Game; Available at http://images.fok.nl/upload/lotrrotk3.jpg (accessed Oct. 11, 2005)	<input type="checkbox"/>
	21	SEGEN et al., "Gesture VR: Vision-Based 3D Hand Interface for Spatial Interaction," Proceedings of Sixth ACM International Conference on Multimedia, 1998	<input type="checkbox"/>
	22		<input type="checkbox"/>

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	23	SPAGNOLETTI, SIMON, Phillips Ambilight TV, Home Entertainment, engadget, July 8, 2004	<input type="checkbox"/>
	24	TANG et al., "Blending Structured Graphics and Layout", Symposium on User Interface Software and Technology, Proceedings of the 7th Annual ACM Symposium on User Interface Software and Technology, Marina del Rey California, United States, pp. 167-173 (1994)	<input type="checkbox"/>
	25	TAYLOR, PHILIP, "The MSDN Shader Workshop Application, Part 1," Microsoft Corporation, March 25, 2002, http://msdn.microsoft.com/en-us/library/ms810474(d=printer) , accessed October 26, 2011.	<input type="checkbox"/>
	26	THALMANN, et al., "Interactive Computer Animation", 1996, Prentice Hall Europe, pp. 182-186.	<input type="checkbox"/>
	27		<input type="checkbox"/>
	28	VOORHOIES, D., et al., "Reflection Vector Shading Hardware", Computer Graphics Proceedings, annual conference Series 1994, Siggraph 94 conference Proceedings, ACM, 1994, pp. 163-166, New York, NY, USA	<input type="checkbox"/>
	29	WARE et al., "Reaching for Objects in VR: Displays:Lag and Frame Rate," ACM Transactions on Computer-Human Interaction, Vol.1, No.4, Dec. 1994	<input type="checkbox"/>
	30	WHITE, STEPHEN, "The Technology of Jak & Daxter," Game Developer's Conference, March 6, 2003, http://www.gamasutra.com/gdarchive/2003/White_Stephen.ppt , accessed December 22, 2011.	<input type="checkbox"/>

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EXAMINER SIGNATURE

Examiner Signature		Date Considered	
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CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

- See attached certification statement.
- The fee set forth in 37 CFR 1.17 (p) has been submitted herewith.
- A certification statement is not submitted herewith.

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/Keith Kline/	Date (YYYY-MM-DD)	2011-12-22
Name/Print	Keith Kline	Registration Number	32,737

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